

Devil May Cry

THE
BLOODY PALACE



THE ALPHA & THE OMEGA
EXPANSION



CAPCOM

CREDITS

Devil May Cry™: The Bloody Palace

| | | | |
|--------------------------------------|---|--|---|
| Game Concept & Design Mat Hart | Project Management Edward Ball Matthew Elliott | Graphic Design & Layout Tom Hutchings Abigail Thornton | Special Thanks Michele Pearce, Matthew Edwards, David Haddon, Brian Ayers, Nozoe Tarioku, and Matt Walker at Capcom |
| Lead Design James Hewitt | Lead Sculpting Tom Lishman | Editor Darla Kennerud | Claire and George Andrea, Katherine, and Tom |
| Additional Design Sophie Williams | Additonal Sculpting Jamie Phipps David Whitaker | Playtesting Samantha Laydon Dominic Westerland | Extra Special Thanks to All of our Kickstarter Backers and Late Pledgers! |
| Lead Development Jamie Perkins | | | |

Steamforged Games Team

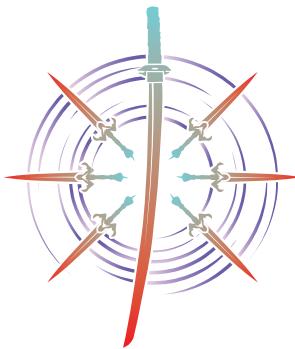
| | | | |
|---|---|--|---|
| Co-Founders Mat Hart (CCO) Rich Loxam (CEO) | Development & QA Richard August Jordan Connolly Bryce Johnston Samantha Laydon Steve Margetson Fraser McFetridge Jamie Perkins Dominic Westerland | Production Edward Ball Emma Benfield Ben Clapperton Matthew Elliott Charlotte Holland Louis Moore Aitch Parker Tom Rochford Paul Waters | Human Resources & Operations Gareth Reid |
| Chairman Simon Spalding | | | Fulfilment & Logistics Mike Appleton David Fear Judy Guan John Hockey Lee Hughes Richard Jennings Steve Loxam Andy Lyon |
| Non-Executive Director Ian Livingstone CBE | | | |
| Product Owner Alex Hall | Sculpting & Art Ben Charles Russ Charles Tom Lishman Doug Telford | Finance & IT John Ford Adam King Andy Mullington Vanessa O'Brien | Head of Sales Toby Davies |
| Design & Writing Sherwin Matthews | Graphic Design & Layout Tom Hutchings Cristina Ruiz Abigail Thornton | Marketing & Community Management Derek Baker Charlotte Cloud Sean Dooley Jamie Giblin Chynna-Blue Haycastle Ronan Kelly | Support & Sales Alex Black Rachel Hall Firoz Rana Kieran Shiach Ben Taylor |
| Head of Product & Development Emma Foster | | | |

Copyright © Steamforged Games Ltd. All rights reserved. No part of this book shall be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information retrieval system without written permission of the publisher. Although every precaution has been taken in the preparation of this book, the publisher and author assume no responsibility for errors or omissions. Neither is any liability assumed for damages resulting from the use of this information contained herein. Devil May Cry™ 5 ©CAPCOM CO., LTD. 2019 ALL RIGHTS RESERVED.



CONTENTS

| | |
|------------------------------|------------|
| Components..... | 4 |
| Overview..... | 6 |
| Vergil..... | 7 |
| Bloody Palace Cards..... | 8 |
| Alternative Play Modes | 9 |
| Icon Reference..... | Back Cover |



COMPONENTS



30 Bloody Palace
cards



4 Vortex tokens

6 Enemies:



1 Urizen
1 Enemy card
7 Behaviour cards



- 1 Vergil
- 1 Enemy card
- 1 Devil Trigger card
- 6 Behaviour cards



- 1 Sin Devil Trigger Vergil
- 1 Enemy card
- 6 Behaviour cards



- 1 Chaos
- 1 Enemy card
- 6 Behaviour cards



- 2 Fury
- 1 Enemy card
- 6 Behaviour cards

OVERVIEW

Welcome to the *Alpha and the Omega* Expansion for *Devil May Cry™: The Bloody Palace*.

This expansion introduces a selection of deadly enemies, including two Bosses: Urien, the Nefarious Usurper, and Vergil, the Alpha and the Omega. In addition to Enemy cards and Behaviour cards for each enemy, the game also includes Bloody Palace cards, which are shuffled in with the ones from *Devil May Cry™: The Bloody Palace* to bring new challenges to each game session.

That's not all, though. This expansion also gives players the chance to try some alternative play modes. This ensures the players have a refreshing way to experience *Devil May Cry™: The Bloody Palace* in every game session.



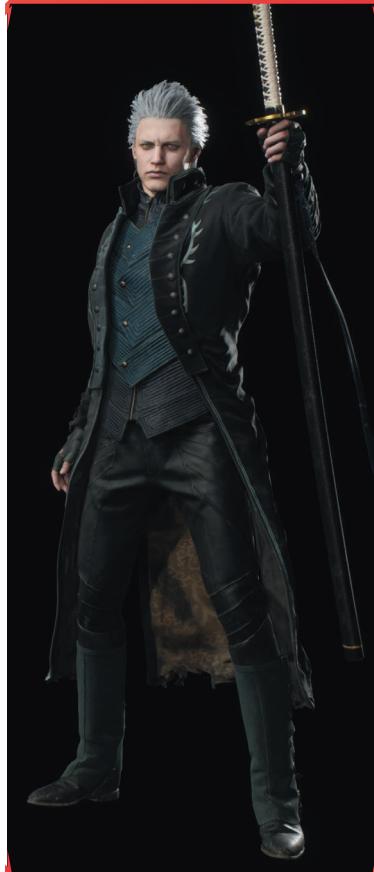
VERGIL

Vergil is the most iconic boss within *Devil May Cry™: The Bloody Palace*, and as such works a little differently to most Bosses.

When setting Vergil up, place the Behaviour card labelled 'Devil Trigger' next to Vergil's Enemy card. Vergil then acts like a regular Boss, using his Behaviour deck during the Enemy Phase.

When Vergil is reduced to 0 Vitality, instead of being slain, follow these steps:

1. The Hunter Phase ends.
2. Hunters within 3 hexes of Vergil are knocked back 3 hexes.
3. Remove the Vergil model from the board and replace it with the Sin Devil Trigger (SDT) Vergil model. The player with the First Player token chooses SDT Vergil's facing. The SDT Vergil model takes up 3 hexes; it must be placed so that 1 hex of its base is in the hex that Vergil's model previously occupied.
4. Replace Vergil's Enemy card and Behaviour deck with the SDT Vergil Enemy card and Behaviour deck.
5. Shuffle the SDT Vergil Behaviour deck.
6. Begin the Enemy Phase.
7. When SDT Vergil is reduced to 0 Vitality, SDT Vergil is slain and the stage ends.



BLOODY PALACE CARDS

To use the new Bloody Palace cards, simply shuffle them in with their respective Bloody Palace card sets from *Devil May Cry™: The Bloody Palace*. This will add more variety to the stages and introduce additional options for the final stage's Boss.



Some of the new Bloody Palace cards feature enemies from the *Walking Arsenal Expansion* for *Devil May Cry™: The Bloody Palace*. If you do not own the *Walking Arsenal Expansion*, Bloody Palace cards marked with on their card back should be removed from the deck before starting a game.



ALTERNATIVE PLAY MODES

Try out some of our alternative play modes and give your experience a refreshing twist!

BOSS RUSH MODE

Each player begins the game with 10 red orbs that can be spent on Upgrade cards before drawing a card from the Bloody Palace deck.

The Bloody Palace deck for this mode only contains Boss cards.

After defeating each Boss, each player gains 10 red orbs.

DANTE MUST DIE MODE

Reduce the maximum Vitality of the Hunters to the following:

| | |
|-------|--------------|
| DANTE | 3 |
| NERO | 3 |
| V | 2 (Shadow 2) |
| TRISH | 3 |
| LADY | 3 |

EXTENDED RUN MODE

Reduce the number of red orbs dropped by all enemies by 1 to a minimum of 1.

Complete a standard playthrough of *Devil May Cry™: The Bloody Palace*, selecting the Elder Geryon Knight as the Boss.

After defeating the Elder Geryon Knight, draw an additional level 5 Bloody Palace card. After defeating the level 5 Bloody Palace card, face Urien as the next Boss.

After defeating Urien, draw an additional level 5 Bloody Palace card. After defeating the level 5 Bloody Palace card, face Vergil as the next Boss to complete the game.

ENHANCED CHALLENGE MODE

Enemies do not drop green orbs.

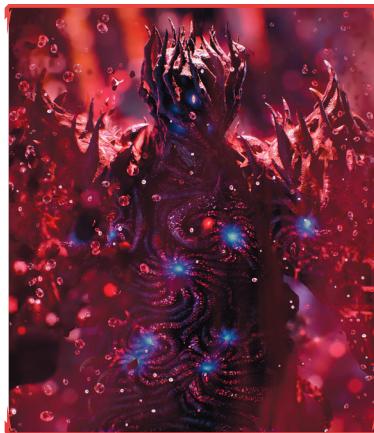
Whenever a Hunter makes an attack, after the attack has been resolved, the Hunter may move up to a number of hexes equal to the amount of damage caused by the attack.

ENHANCED DEVIL TRIGGER MODE

Requires the Devil Trigger Expansion

Devil Trigger and Nightmare markers begin the game within the highest space on their gauges and will never deplete.

A Hunter may deactivate their Devil Trigger at the end of their turn. V may banish Nightmare at the end of his turn.



HYPEREXTENDED RUN MODE

Requires the Walking Arsenal Expansion

Reduce the number of red orbs dropped by all enemies by 2 to a minimum of 1.

Complete a standard playthrough of *Devil May Cry™: The Bloody Palace*, selecting the Elder Geryon Knight as the Boss.

After defeating the Elder Geryon Knight, draw an additional level 5 Bloody Palace card. After defeating the level 5 Bloody Palace card, face the Cavaliere Angelo as the next Boss.

After defeating the Cavaliere Angelo, draw an additional level 5 Bloody Palace card. After defeating the level 5 Bloody Palace card, face Urizen as the next Boss.

After defeating Urizen, draw an additional level 5 Bloody Palace card. After defeating the level 5 Bloody Palace card, face Vergil as the next Boss to complete the game.



ICON REFERENCE



Red Combo Link



Green Combo Link



Blue Combo Link



Starting Link



Wild Link



Blank Link

PLAYER DECK ICONS



Stun Icon



Knock Back Icon



Follow Up Icon



Discard Icon (Step)



Discard Icon (Dodge)



Hunter Speed



Hunter Vitality



Purchase Cost

HUNTER ICONS



BASIC ATTACK ICONS



ENEMY ICONS



Boss



Enemy Vitality



Green orbs
Dropped on death



Red orbs
Dropped on death

TOKENS AND MARKERS



Vortex token